



Out-of-core and compressed level set methods

Michael B. Nielsen, Ola Nilsson, Andreas Söderström, Ken Museth

October 2007 **ACM Transactions on Graphics (TOG)**, Volume 26 Issue 4

Publisher: ACM

Full text available:  pdf(11.88 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article presents a generic framework for the representation and deformation of level set surface resolutions. The framework is composed ...

Keywords: Level set methods, adaptive distance fields, compression, computational fluid dynamics surfaces, geometric modeling, implicit surfaces, mesh scan conversion, morphology, out-of-core

5 The click modular router



Eddie Kohler, Robert Morris, Benjie Chen, John Jannotti, M. Frans Kaashoek

August 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 3

Publisher: ACM

Full text available:  pdf(376.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Clicks is a new software architecture for building flexible and configurable routers. A Click router packet processing modules called elements. Individual elements implement simple router functions such as packet classification, ...

Keywords: component systems, routers, software router performance

6 The Molen compiler for reconfigurable processors



Elena Moscu Panainte, Koen Bertels, Stamatis Vassiliadis

February 2007 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 6 Issue 1

Publisher: ACM

Full text available:  pdf(466.99 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe the compiler developed to target the Molen reconfigurable processor architecture paradigm. The compiler automatically generates optimized binary code for C applications, based on the annotation of the code executed on ...

Keywords: FPGA, Instruction scheduling, reconfigurable computing

7 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes**

Publisher: ACM

Full text available:  pdf(20.22 MB)

Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This paper outlines recent ...


8 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi

August 2004 **SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes**

Publisher: ACM

Full text available:  pdf(7.39 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this c four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by com of tens to hundreds of rendering ...

9 Subtext: uncovering the simplicity of programming



Jonathan Edwards

October 2005 **ACM SIGPLAN Notices**, Volume 40 Issue 10

Publisher: ACM

Full text available: pdf(293.12 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Representing programs as text strings makes programming harder then it has to be. The source is far removed from its behavior. Bridging this conceptual gulf is what makes programming so ir we are not compilers. *Subtext* ...

Keywords: copying, non-textual programming, prototypes, visual programming

10 Augmenting the mouse with pressure sensitive input



Jared Cechanowicz, Pourang Irani, Sriram Subramanian

April 2007 **CHI '07: Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM

Full text available: pdf(393.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we investigate the use of a uni-pressure and dual-pressure augmented mouse. Wit augmented mouse users can simultaneously control cursor positions as well as multiple levels of modes for common desktop application ...

Keywords: input device, interaction technique, mouse, pressure-based interaction

11 MPEG-4: an object-based multimedia coding standard supporting mobile applications

Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(747.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard limited complexity audio-visual scenes ...

12 Two diet plans for fat PDF



Thomas A. Phelps, Robert Wilensky

November 2003 **DocEng '03: Proceedings of the 2003 ACM symposium on Document engineering**

Publisher: ACM


Full text available: pdf(198.98 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As Adobe's Portable Document Format has exploded in popularity so too has the number PDF ge predictably the quality of generated PDF varies considerably. This paper surveys a range of PDF space, and reports the results ...

Keywords: PDF, compact PDF, compression, multivalent

13 Level set and PDE methods for computer graphics

 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes**

Publisher: ACM

Full text available:  [pdf\(17.07 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [cited by](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dyn implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins wi material that introduces the ...

14 A multimodal learning interface for grounding spoken language in sensory perceptions

 Chen Yu, Dana H. Ballard
July 2004 **ACM Transactions on Applied Perception (TAP)**, Volume 1 Issue 1

Publisher: ACM


Full text available:  [pdf\(1.73 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [inde](#)


We present a multimodal interface that learns words from natural interactions with users. In ligl human language development, the learning system is trained in an unsupervised mode in which everyday tasks while providing ...

Keywords: Multimodal learning, cognitive modeling, multimodal interaction

15 Hardware-determined feature edges

 Morgan McGuire, John F. Hughes
June 2004 **NPAR '04: Proceedings of the 3rd international symposium on Non-photorealistic anir rendering**

Publisher: ACM


Full text available:  [pdf\(543.94 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Algorithms that detect silhouettes, creases, and other edge based features often perform per-ec mesh computations using global adjacency information. These are unsuitable for hardware-pipel implementation, where programmability is at ...

Keywords: GPU, NPR, contour, shadow volume, silhouette

16 Subtext: uncovering the simplicity of programming

 Jonathan Edwards
October 2005 **OOPSLA '05: Proceedings of the 20th annual ACM SIGPLAN conference on Object ori programming, systems, languages, and applications**

Publisher: ACM

Full text available:  [pdf\(293.12 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [inde](#)

Representing programs as text strings makes programming harder then it has to be. The source is far removed from its behavior. Bridging this conceptual gulf is what makes programming so ir we are not compilers. *Subtext* ...

Keywords: copying, non-textual programming, prototypes, visual programming

17 Interactive visualization of particle-in-cell simulations

Patric Ljung, Mark Dieckmann, Niclas Andersson, Anders Ynnerman

October 2000 **VIS '00**: Proceedings of the conference on Visualization '00

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(685.42 KB\)](#)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

Keywords: data streaming, interactive animation, plasma physics, scientific visualization, text rendering

18 The when, why and why not of the BETA programming language



Bent Bruun Kristensen, Ole Lehrmann Madsen, Birger Møller-Pedersen

June 2007 **HOPL III**: Proceedings of the third ACM SIGPLAN conference on History of programming languages

Publisher: ACM

Full text available:  [pdf\(817.60 KB\)](#)

Additional Information: [full citation](#), [appendices and supplements](#), [abstracts](#), [index terms](#)

This paper tells the story of the development of BETA: a programming language with just one abstraction mechanism, instead of one abstraction mechanism for each kind of program element (classes, functions, etc.). The paper explains ...

Keywords: history of programming, object-oriented analysis, object-oriented design, object-oriented programming, programming languages

19 Supporting the restructuring of data abstractions through manipulation of a program visualization



Robert W. Bowdidge, William G. Griswold

April 1998 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 7, Number 2

Publisher: ACM

Full text available:  [pdf\(1.57 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

With a meaning-preserving restructuring tool, a software engineer can change a program's structure without changing its meaning. However, deciding how to restructure the program requires a global understanding of the program's structure, which cannot ...

Keywords: meaning-preserving restructuring, semi-automated restructuring, software visualization, tool-supported restructuring

20 Introduction to H.264 advanced video coding

Jian-Wen Chen, Chao-Yang Kao, Youn-Long Lin

January 2006 **ASP-DAC '06**: Proceedings of the 2006 conference on Asia South Pacific design automation

Publisher: IEEE Press

Full text available:  [pdf\(961.15 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We give a tutorial on video coding principles and standards with emphasis on the latest technology, H.264 Part 10. We describe a basic method called block-based hybrid coding employed by most of the current video standards. We use graphical illustration ...

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- 1 PRINTING SYSTEM, IMAGE PROCESSOR, PRINTER DRIVER, AND PROGRAM**
Inventor: ANDO AKIHISA; HYOGO MASAKI; (+2) Applicant: SEIKO EPSON CORP
EC: IPC: **B41J2/525; G06T1/00; G06T5/00** (+7)
Publication info: **JP2007136845** - 2007-06-07
- 2 IMAGE READING APPARATUS**
Inventor: WATANABE KOICHI Applicant: TOSHIBA TEC KK; TOKYO SHIBAURA ELECTRIC CO
EC: H04N1/40K; H04N1/48C IPC: **G06T1/00; H04N1/028; G06T1/60** (+13)
Publication info: **JP2006060837** - 2006-03-02
- 3 IMAGE PROCESSOR, AND IMAGE PROCESSING METHOD**
Inventor: USAMI KAZUOKI Applicant: SONY CORP
EC: IPC: **H04N1/21; H04N1/387; H04N1/21** (+3)
Publication info: **JP2005086470** - 2005-03-31
- 4 COLOR CORRECTION CONVERSION DERIVING METHOD, DEVICE USED FOR COLOR IMAGE REPRODUCTION SYSTEM, AND MEDIUM**
Inventor: LIN TSUNG-NAN; SHU JOSEPH Applicant: SEIKO EPSON CORP
EC: H04N1/60F2 IPC: **H04N9/64; H04N1/46; H04N1/60** (+6)
Publication info: **JP2000152020** - 2000-05-30
- 5 Color linear image sensor.**
Inventor: HASEGAWA SHIZUO C O CANON K K (JP) Applicant: CANON KK (JP)
EC: H04N3/15D; H04N3/15G; (+1) IPC: **H04N1/028; H04N3/15; H04N9/04** (+4)
Publication info: **EP0666686** - 1995-08-09
- 6 METHOD AND APPARATUS FOR MAPPING BETWEEN COLOR SPACES**
Inventor: SHIJII JIEI WAN; RODONII ERU MIRAA; (+1) Applicant: EASTMAN KODAK CO
EC: H04N1/60G IPC: **G09G5/06; G06T1/00; G06T11/60** (+11)
Publication info: **JP7020841** - 1995-01-24
- 7 METHOD AND DEVICE FOR DETECTING MOTION**
Inventor: AMAYOSHI TAKASHI Applicant: SONY CORP
EC: IPC: **H04N11/04; G06T7/20; H04N7/32** (+6)
Publication info: **JP7288811** - 1995-10-31
- 8 IMAGE RECORDING DEVICE**
Inventor: MOTOYAMA EIICHI Applicant: CANON KK
EC: IPC: **B41J2/525; B41J2/21; B41J2/51** (+15)
Publication info: **JP6008524** - 1994-01-18

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- 1 FLUORESCENT FILM STRUCTURE OF IMAGE DISPLAY DEVICE AND METHOD OF FORMING THE SAME**
Inventor: CHO YUN RAE (KR) Applicant: LG ELECTRONICS INC (KR)
EC: IPC: **H01J9/227; H01J9/227; (IPC1-7): H01J9/227**
Publication info: **KR20010018038** - 2001-03-05
- 2 SUPER-HIGH RESOLUTION OPTICAL DISK AND REPRODUCTION METHOD OF SUPER-HIGH RESOLUTION OPTICAL DISK**
Inventor: MATSUDA KUNIHARU Applicant: NIPPON KOGAKU KK
EC: IPC: **G11B7/24; G11B11/10; G11B11/105 (+4)**
Publication info: **JP10106029** - 1998-04-24
- 3 Apparatus for improving quality of picture and sound of audio-visual system of color TV set and sounder etc.**
Inventor: YU SU (CN) Applicant: YU SU (CN)
EC: IPC: **H04N5/44; H04N5/44; (IPC1-7): H04N5/44**
Publication info: **CN1187732** - 1998-07-15
- 4 Image recording apparatus having a mask member moving together with an exposure unit**
Inventor: DOI ATSUSHIRO (JP); KOHDA HIROYUKI (JP); Applicant: FUJI PHOTO FILM CO LTD (JP)
(+1)
EC: **G03B27/50** IPC: **G03B27/50; G03B27/50; (IPC1-7): G03B27/50**
Publication info: **US5649269** - 1997-07-15
- 5 DISK-SHAPED RECORDING MEDIUM AND APPARATUS FOR PRODUCING SAID MEDIUM**
Inventor: KASHIWAGI TOSHIYUKI; MAKINO Applicant: SONY CORP
MASAHIRO
EC: IPC: **G11B7/26; G11B7/00; G11B7/004 (+7)**
Publication info: **JP1043827** - 1989-02-16
- 6 COLOR FILTER**
Inventor: KUSUKAWA HIROYUKI; TSUKUI SHIN Applicant: DAINIPPON PRINTING CO LTD
EC: IPC: **G02B5/20; G02F1/133; G02F1/1335 (+7)**
Publication info: **JP63271203** - 1988-11-09

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